

AMENDMENTS TO THE CLAIMS

1. (Original) A system for sharing data between software programs comprising:
 - (a) a control unit having a processor and a memory coupled to the processor, the memory storing information pertaining to a first program that was previously executed by the processor; and
 - (b) a data storage medium coupleable to the control unit, the data storage medium storing a second program implementable by the processor for:
 - (i) retrieving information pertaining to the first program from the memory; and
 - (ii) utilizing the information pertaining to the first program with the execution of the second program.
2. (Original) The system of Claim 1, wherein the second program implementable by the processor verifies the validity of the retrieved information before utilizing the retrieved information with the second program.
3. (Original) The system of Claim 1, wherein the second program implementable by the processor:
 - (i) identifies information pertaining to the second program for sharing with the first program; and
 - (ii) requests storage of the information pertaining to the second program in the memory for retrieval by the first program.
4. (Previously presented) The system of Claim 1, wherein the first program implementable by the processor:
 - (i) identifies information pertaining to the second program for sharing with a third program; and
 - (ii) requests storage of the information pertaining to the second program in the memory for retrieval by the third program.
5. (Original) The system of Claim 3, wherein the memory is a nonvolatile random access memory.
6. (Currently amended) A system for sharing data between software programs comprising:

(a) a control unit having a processor and a memory coupled to the processor;
and

(b) a first data storage medium coupleable to the processor, the first data storage medium storing a first program implementable by the processor for:

(i) identifying information pertaining to the first program for sharing with a second program; and

(ii) requesting storage of the information pertaining to the first program in the memory for retrieval by the second program; and

(c) a second data storage medium coupleable to the control unit, the second data storage medium storing the second program implementable by the processor for:

(i) retrieving the information pertaining to the first program from the memory; and

(ii) utilizing the information pertaining to the first program with the second program.

7. (Canceled)

8. (Currently amended) The data sharing system of Claim [[7]] 6, wherein the second program implementable by the processor verifies the validity of the retrieved information prior to utilizing the retrieved information in the execution of the second program.

9. (Currently amended) The data sharing system of Claim [[7]] 6, wherein the information pertaining to the first program affects the second program causing the second program implementable by the processor to:

(i) produce information pertaining to the second program for sharing with the first program; and

(ii) request storage of the information pertaining to the second program in the memory for retrieval by the first program.

10. (Original) The data sharing system of Claim 9, wherein the first program implementable by the processor further:

(i) retrieves the information pertaining to the second program from the memory; and

(ii) utilizes the information pertaining to the second program with the first program.

11. (Original) The data sharing system of Claim 10, wherein the first program implementable by the processor verifies the validity of the retrieved information pertaining to the second program prior to utilizing the retrieved information pertaining to the second program in the execution of the first program.

12. (Currently amended) The data sharing system of Claim [[7]] 6, wherein the information pertaining to the first program affects the second program causing the second program implementable by the processor to:

- (i) produce information pertaining to the second program for sharing with a third program; and
- (ii) request storage of the information pertaining to the second program in memory for retrieval by the third program.

13. (Currently amended) The data sharing system of Claim [[7]] 6, wherein the first data storage medium is a first game cartridge storing a first video game program, and the second data storage medium is a second game cartridge storing a second video game program.

14. (Original) The data sharing system of Claim 13, wherein the information pertaining to the first video game program is a first event having a status created by the implementation of the first video game program, the status of the first event affecting the implementation of the second video game program by:

- (i) altering the performance of the second video game program;
- (ii) producing a second event having a status; and
- (iii) storing the second event in the memory for retrieval by the first video game program.

15. (Original) The data sharing system of Claim 13, wherein the information pertaining to the first video game program is a first event having a status created by the implementation of the first video game program, the status of the first event affecting the implementation of the second video game program by:

- (i) altering the performance of the second video game program;
- (ii) producing a second event having a status; and
- (iii) storing the second event in the memory for retrieval by a third video game program.

16. (Original) The data sharing system of Claim 14, wherein the first video game program implemented by the processor:

- (i) retrieves the status of the second event from the memory; and
- (ii) utilizes the status of the second event to alter the performance of the first video game program.

17. (Original) The data sharing system of Claim 16, wherein the memory coupled to the processor is a random access memory and wherein the first and second game cartridges are connected to and removed from the processor while the processor is powered on.

18. (Original) The data sharing system of Claim 16, wherein the memory is a non-volatile random access memory.

19. (Currently amended) A method for sharing information between ~~at least two~~ three software programs implementable by a processor, the method comprising:

connecting a first data storage medium having a first program stored therein to said processor;

transferring data pertaining to a first program to a memory coupled to the processor;

connecting a second data storage medium having a second program stored therein to the processor; [[and]]

retrieving the data pertaining to the first program from the memory coupled to the processor and then using said data in connection with the second program;

transferring data pertaining to the second program to the memory coupled to the processor;

connecting a third data storage medium to the processor, the third data storage medium having a third program stored therein; and

retrieving the data pertaining to the second program from the memory coupled to the processor and then utilizing said data in connection with the third program.

20. (Original) The method of Claim 19, further comprising:

transferring data pertaining to the second program to the memory coupled to the processor; and

retrieving the data pertaining to the second program from the memory coupled to the processor and then utilizing said data in connection with the first program.

21. (Canceled)

22. (Original) The method of Claim 19, wherein the step of transferring data pertaining to the first program to the memory coupled to the processor comprises setting a flag in the memory indicating the status of an event pertaining to the first data storage medium for affecting the implementation of the second program.

23. (Original) The method of Claim 20, wherein the transferring of data pertaining to the second data storage medium to the memory coupled to the processor comprises setting a flag in the memory indicating the status of an event pertaining to the second data storage medium for affecting the implementation of the first program.

24. (Original) The method of Claim 20, wherein the memory coupled to the processor is a random access memory, and wherein the first and second data storage media are connected to and removed from the processor while the processor is powered on.

25. (Original) The method of Claim 20, wherein the memory coupled to the processor is a non-volatile random access memory.

26. (Original) The method of Claim 20, wherein the at least two data storage media are selected from the group consisting of data cartridges, digital video discs, compact discs, and solid state storage devices.

27. (Original) The method of Claim 20, wherein the first data storage medium is a first game cartridge storing a first video game program and wherein the second data storage medium is a second game cartridge storing a second video game program.

28-36 (Canceled)